

Week 8. Socket programming: Sending and Receiving Images

In this lab, you need to investigate how to send an image by socket programming. The client side (sending side) is given in the lab_client.zip. You need to build up the server side (receiver side) so that you can send the images to the server.

- (1) Read the code of the client carefully and understand each line.
- (2) Write the server side to receive the file.
 - a. In the client, when you receive the data from the server, you also need to write the data to a file.
 - b. Close the file when the data transmission is done. The file saves your received image.
- (3) Test if you can send a file from the client to the server in your local machine. Open the received image. It should be exactly the same as image you sent.
- (4) Practice in pairs or run in two computers if possible. Run the client and server in two computers. Start your client and see if the file can be successfully received.
- (5) Redo (3) or (4) and start Wireshark capture. Use Statistics->TCP Stream Graphs to check the throughput of the TCP connection.

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